Nintendo NEXT!

October 2006 Issue #8

NEXT! SYSTEM

Wii™

NEXT! IN THIS ISSUE

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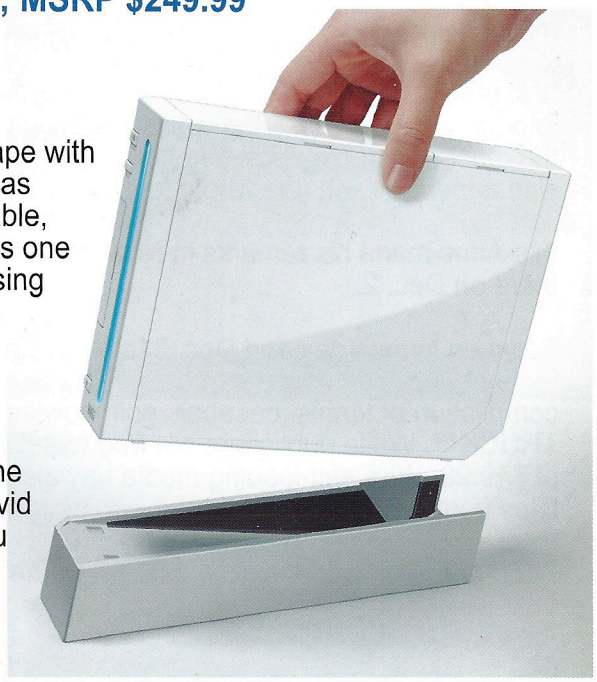
Nintendo's Incomparable Wii Console Launches NOV. 19; MSRP $249.99

30 New Games, 30 Retro Titles, User-Friendly 'Channels' Make it the Affordable System for Gamers, Newcomers and Families



Nintendo will reshape the home entertainment and video game landscape with the launch of its heralded Wii™ home video game console. The Americas will lead the worldwide launch on Nov. 19. Wii will be sold as an affordable, mass-consumer product at an MSRP of just $249.99. The price includes one wireless Wii Remote™ controller, one Nunchuk™ controller and accessing the groundbreaking collection of five different Wii Sports games on one disc, which anyone can play using simple movements, experienced or not.

Every Wii console includes another distinctive feature: a series of on-screen "channels" that make up the Wii Channel Menu, which makes the console approachable and customizable for everyone, from the most avid gamer to people who have never played before. The Wii Channel Menu is the starting point for all of the console's functions. The "channels" offer a gateway to a rich variety of entertainment options. When connected to a TV, the Wii Channel Menu offers a simple interface, letting users pick games to play, get news or weather, view and send photos or even create playable caricatures of themselves (called Mii's) to use in actual games. Additional functions allow users to redeem Wii Points and download

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NEXT! TOP TEN GAMES

NINTENDO DS	NINTENDO GAMECUBE	GAME BOY ADVANCE
1. NEW SUPER MARIO BROS	1. MADDEN NFL 07	1. SUPER MARIO ADVANCE
2. Brain Age: Train Your Brain in Minutes	2. Paper Mario: Thousand Doors	2. Cars
3. Big Brain Academy	3. Lego Star Wars	3. Pokémon Emerald
4. Mario Kart	4. Naruto: Clash of the Ninja	4. Pirates of the Caribbean
5. Animal Crossing: Wild World	5. Super Smash Brothers Melee	5. Yoshi's Island: Super Mario Advance 3
6. Nintendogs: Dachshund & Friends	6. Mario Kart Double Dash	6. Dogz
7. Pirates of the Caribbean	7. Cars	7. Super Mario Brothers 3: Mario 4
8. Nintendogs: Chihuahua & Friends	8. Teen Titans	8. Mario & Luigi Saga
9 Sonic Rush	9 Super Mario Sunshine	9. Monster House
10. Super Mario 64 DS	10. Star Fox: Assault	10. Pokémon Fire Red

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classic games through Wii's Virtual Console™.
The variety of options available through the Wii Channel Menu motivates both gamers and non-gamers to turn on Wii's power every day.

Wii is creating worldwide excitement with its unique control system, an inventive, first-of-its-kind controller whose position can be detected in a 3-D space. The new Wii Remote™ allows users to pinpoint targets in games or move through the Wii Channel Menu with precision and ease. This intuitive control system will be understood immediately by everyone, regardless of their previous experience with video games. With this Wii Remote™, Wii makes games both easier and more intense than anything previously experienced. For example, in the Wii Sports tennis game, players swing the Wii Remote™ like a racket to hit the ball, as in real life. They can add topspin or slice the ball just by angling their hands and wrist like they would in a real match.

"Wii reinvents games for the devoted player," says Nintendo of America President Reggie Fils-Aime. "But more importantly, Wii breaks the wall separating players from non-players by delivering the best game experiences for the most affordable price. We believe the next leap is games for the masses – young and old, gamer or non, alone, with a friend or with the whole family."

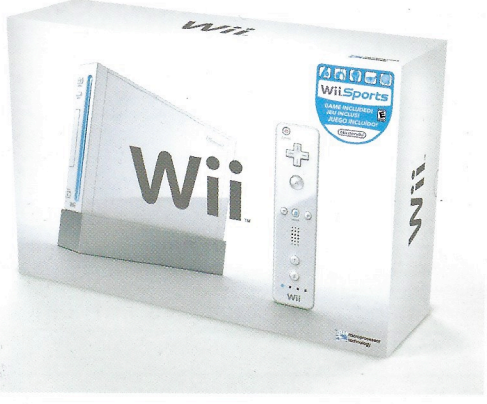
Fils-Aime made his remarks in New York, shortly after Nintendo executives in Japan announced Wii will launch there on Dec. 2.

Between launch day and Dec. 31, Wii owners will enjoy a robust lineup of 30 software titles, with selections for everyone from video game veterans to newcomers. Some top Nintendo launch titles include Wii Sports, a compilation of tennis, baseball, golf, bowling and boxing; The Legend of Zelda®: Twilight Princess; and EXCITE TRUCK™. While publishers are free to set their own prices for games, first-party Nintendo titles will have an MSRP of $49.99. Wii's self-loading media bay also can play the entire library of more than 530 Nintendo GameCube™ titles from day one.

Third-party developers around the world have lined up to provide unprecedented support for Wii.

"I believe the Wii will attract new and casual gamers to the world of interactive entertainment," says Larry Probst, Chairman and CEO, Electronic Arts. "It's a fun, easy and economical system that will become a bridge to gaming for mainstream audiences. At EA, we are putting more support behind the Wii than any Nintendo hardware launch since the Super NES."

"The Wii is changing audience interaction, opening up whole new experiences that have never been possible in video games," says Robert Kotick, Chairman and CEO, Activision, Inc. "With the instinctual control of the Wii Remote, Nintendo is advancing the gaming experience to the broadest audience of gamers. Activision is excited about the launch of the Wii and the opportunity it offers. So much so, we plan to have five titles available at launch – our strongest lineup ever for a new console. We have more development resources devoted to the Wii than to any previous Nintendo platform. The Wii is likely to have a profound impact on the size, growth and overall opportunities for the video game market."



"The Wii control scheme opens up unexplored areas for our talented teams to innovate when creating games," says Laurent DeToc, President of Ubisoft North America. "It's invigorating for us. We believe that it will help create a new level of interest in video games and engage more players around the world."

Additional information about the list of Virtual Console games and the pricing structure will be revealed in the coming weeks.

RELEASE DATES

Nintendo DS:	
Clubhouse Games™	10/09/06
Magical Starsign™	10/23/06
Pokémon® Ranger	10/30/06
Children of Mana®	10/30/06
Elite Beat Agents™	11/06/06
Yoshi's Island DS ™	11/13/06
Kirby™ Squeak Squad	12/04/06
Custom Robo™ Arena	Q1 2007
The Legend of Zelda®: Phantom Hourglass	TBD
Chibi-Robo™: Park Patrol	TBD
Diddy Kong® Racing DS	TBD
DK™: King of Swing DS	TBD
DS Air	TBD
Hotel Dusk: Room 215™	TBD

Nintendo GameCube:	
Super Paper Mario™	TBD
The Legend of Zelda®: Twilight Princess	12/11/06

Wii™ :	
Wii Hardware (w/ Wii Sports)	11/19/06
EXCITE TRUCK	11/19/06
The Legend of Zelda®: Twilight Princess	11/19/06
Metroid® Prime 3: Corruption	TBD
WarioWare™: Smooth Moves	TBD
Super Mario® Galaxy	TBD

For a complete list of Wii, NINTENDO GAMECUBE, NINTENDO DS & GAME BOY ADVANCE games, go to nintendo.com

NEXT! NEW RELEASES

EXCITE TRUCK™

Category: Racing
Players: 1 - 2 players
Release Date: Nov. 19, 2006
Publisher: Nintendo

In the grand racing tradition of Excitebike, get ready for a big-air experience like no other! Players rocket their trucks across dynamically changing terrain in this nitrous-injected, high-flying racer for speed junkies. Showing the Wii Remote controller's versatility, players tilt the controller on its side to turn it into a wireless steering wheel!

Features:
- Body English: Remember tilting your arms while playing Excitebike to try to make your character land a huge jump? That experience is finally a reality with Excite Truck.
- Controller as a Steering Wheel: Players hold the Wii Remote like an NES controller to control the truck. The 2 button is the accelerator, the 1 button is the brake, the + Control Pad is the turbo... but that's just the beginning. Tilt the Wii Remote controller right and left like a steering wheel to steer. Once the truck goes airborne, tilt the Wii Remote controller every which way to line up the wheels for landing boosts.

NEXT! NEW RELEASES

Clubhouse Games

Classic games and slick touch screen controls mean fun for the entire family.

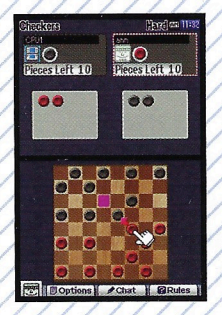
Category: Card Games
Players: up to 8 players
Release Date: Oct. 09, 2006
Publisher: Nintendo

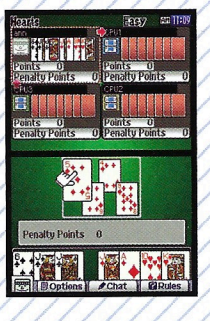
It's game night and everyone's invited. Play more than 20 classic board, card and party games alone, with friends or via Nintendo Wi-Fi Connection.

With familiar favorites like checkers, darts and poker, Clubhouse Games is for everyone and part of the Touch Generations library. Video game newcomers will appreciate the easy-to-use interface.

Players can challenge up to seven friends with one game card via Multi-Card Play or DS Download Play. Can't play checkers without shouting "KING ME!" across the table? The in-game (PictoChat™-like) feature takes table talk to a new level.

There's no need to lug around cards or boards when you want to play a quick game. Clubhouse Games is one-stop gaming that will appeal to everyone's tastes, whether they're in the mood for bowling, backgammon, bridge or billiards.





Children of Mana

Harness the elemental spirits to cast powerful spells and save the world of the Mana Tree.

Category: Action
Players: up to 4 players
Release Date:
Oct. 30, 2006
Publisher: Nintendo
Developer: Square Enix

In ages past, an island called Illusia floated at the center of the world. At the heart of the island towered an ancient, enormous tree that stretched up to the very heavens. For ages past, chaos and sorrow had engulfed the world until at last its salvation appeared in the form of a boy, a girl, and a holy sword.

Time flowed on and peace returned. The sword and the tree remained, and they soon came to be known as the Sword of Mana and the Mana Tree. Followers of the Mana Tree returned to Illusia as the world started slowly but surely down the path to recovery.

More Magic with the Eight Spirits:
- The eight elemental spirits are a staple of the Mana series. These powerful allies aid you with healing and special status effects. They can also unleash fearsome magic upon your foes.
- Cooperative or Competitive Gameplay for Up to Four Players

The greatest innovation of this installment of the Mana series is allowing four players to advance the story and solve quests together while maintaining the feel of an action RPG. Players' actions affect each other in a gameplay experience completely unlike previous action RPGs!

Magical Starsign

Prepare to enter a vibrant, living world where the position of the planets affects the power of your magic in this DS science-fantasy adventure.

Category: RPG
Players: up to 6 players
Release Date: Oct. 23, 2006
Publisher: Nintendo

The students of Will O' Wisp magical academy have a little problem: Their teacher has mysteriously disappeared. After commandeering a handful of rockets to rescue her, they've wound up on a strange (and sometimes scary) adventure through outer space. Now players must rescue both their classmates AND their teacher – and just maybe the whole solar system while they're at it.

Features:

- Explore strange planets. Players see the sights of this strange, sci-fi fantasy setting as they uncover the secret behind their teacher's disappearance in this epic role-playing game.
- The stylus controls everything, from combat to conversations to outfitting allies. Simple controls make it easy to play but a challenge to master.
- Players can link up wirelessly with five friends and explore the amigo dungeon together – they'll find unending challenges and incredible rewards as they delve into the depths of this unique multiplayer experience.

The game's combat plays like a traditional role-playing game. The difference comes from the command wheel and the stylus interface.

Players hop from planet to planet assembling the group of classmates. Once together, they learn of an evil sorcerer – a former student of the academy who now has ambitions to destroy reality – and set out to stop him.

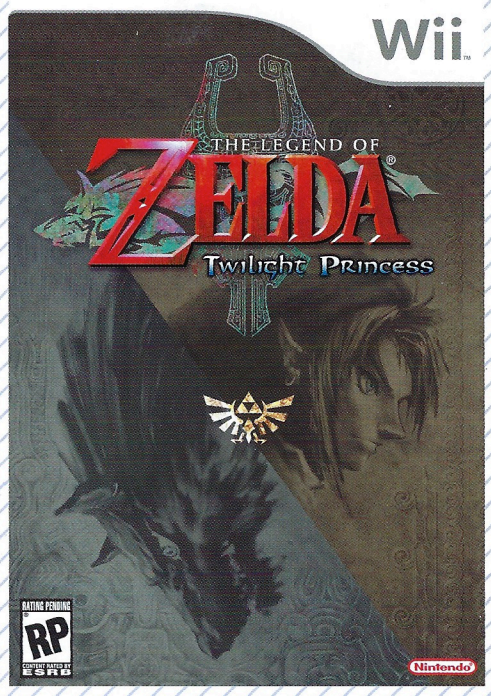
The game's combat plays like a traditional role-playing game. The difference comes from the command wheel and the stylus interface. Players tap on the attacks they want to use and then tap on an enemy to target. The game focuses on magic attacks: Each character has a "sign" linked to one of the planets that determines the type of magic he or she uses. As the planets move through the solar system, the effectiveness of magic spells shifts, requiring an ever-changing battle plan: Monsters and characters grow stronger as their planets shift into prominence and weaker as they move out of those positions. Players can check the planets' positions by tapping on the astrolog.

MAGICAL STARSIGN™

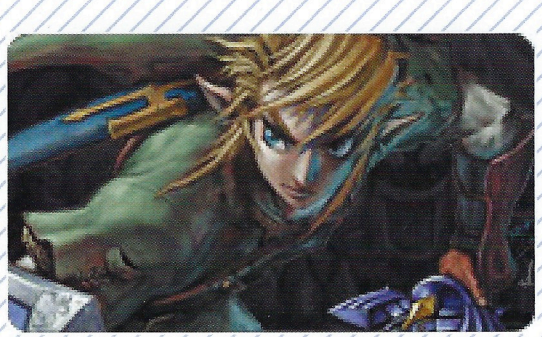
The Legend of Zelda: Twilight Princess

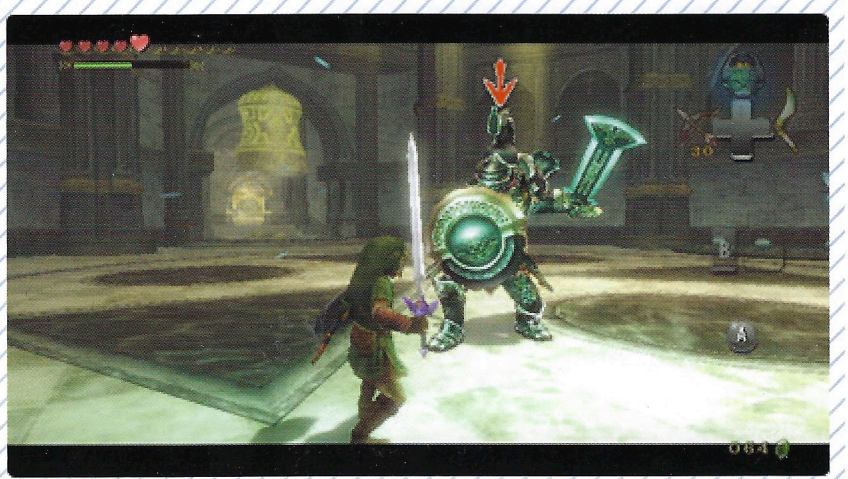
Category: Adventure
Players: 1 player
Release Date: Nov. 19, 2006
Publisher: Nintendo

When an evil darkness enshrouds the land of Hyrule, a young farm boy named Link must awaken the hero – and the animal – within. When Link travels to the Twilight Realm, he transforms into a wolf and must scour the land with the help of a mysterious girl named Midna.
Besides his trusty sword and shield, Link will use his bow and arrows by aiming with the Wii Remote controller, fight while on horseback and use a wealth of other items, both new and old.



Features:
- Arm Link: The Wii Remote and Nunchuk controllers are used for a variety of game activities from fishing to projectile-weapon aiming. The game features incredibly precise aiming control using the Wii
- Wii Remote™. Use the controllers for sword swings, spin attacks and shield shoves.
- Thrilling Adventure: Players ride into battle against troops of foul creatures and wield a sword and shield with the Wii Remote and Nunchuk controllers, then take on massive bosses that must be seen to be believed.
- Mind & Muscle: Many puzzles stand between Link and the fulfillment of his quest, so players must sharpen their wits as they hunt for weapons and items.





Upcoming Announced Wii Titles

Metroid Prime 3: Corruption

Super Mario Galaxy

Mario Strikers Charged

WarioWare: Smooth Moves

Wii Sports

Category: Sports
Players:
1 - 4 players
Release Date:
Nov. 19, 2006
Publisher:
Nintendo

This is what video games should be: fun for everyone. Wii Sports offers five distinct sports experiences, each using the Wii Remote™ to provide a natural, intuitive and realistic feel. To play a Wii Sports game, all you need to do is pick up a controller and get ready for the pitch, serve or that right hook. If you've played any of these sports before, you're ready for fun!

Features:

- Play Tennis, Baseball, Golf, Bowling and Boxing in the comfort of one's living room. No ball boys scurrying about, no oil from the alleys to get players dirty and no rain to keep anyone from a day at the court, park or course. Use the Wii Remote™ to mimic the actions of swinging a racket, bat or club, roll a ball down an alley or bring the left jab.
- Players can use their own Mii™ caricatures in the game and play them against their friends' Miis for a more personalized experience. As players improve, their Miis' skill levels will increase, so that they can see exactly how much better they've become.
- People of all skill levels can pick up and play any of the games in the unprecedented Wii Sports package, making this truly a title for everyone!

FEATURED THIRD PARTY Wii TITLES

Rayman Raving Rabbids™ - Ubisoft

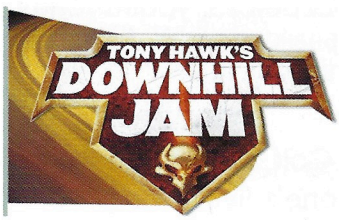
This new Rayman game features the funniest, zaniest, wackiest antics ever when the world of Rayman is threatened by a devastating invasion of demonic rabbits! With the help of magical creatures, Rayman must battle to save his world from the bunnies.

Red Steel ™ - Ubisoft

Red Steel is an exclusive Wii launch title that takes full advantage of the console's innovative controller and puts players directly into the action-packed first-person experience. An engaging storyline unfolds as you learn that your fiancée has been kidnapped and her father – a Japanese mafia kingpin – murdered by a rival gang. The only way to save your loved one and defend your honou is to journey from Los Angeles to Japan and confront the Tokyo underworld.

Trauma Center: Second Opinion - Atlus

In Trauma Center: Second Opinion, you play doctor in the high-pressure job of surgeon. Players will take the role of Dr. Derek Stiles, a rookie surgeon ascending the ranks to achieve near super-hero status in the operating room. Using the Wii-mote and nunchuck combination, players will maneuver more than a dozen different items, including a scalpel, defibrillator, syringe, antibiotic gel, and good ole' thread and needle. The result? Keep a cool head and you may save a life.



Tony Hawk's Downhill Jam - Activision

Make the sparks, gravel and dust fly as you shred downhill and feel the adrenaline rush. Do whatever it takes to get ahead. Speed down crowded, interactive streets as you pull off high-velocity tricks and fight opponents in living, populated environments. Developed for the innovative and intuitive Wii™ console, Tony Hawk's Downhill Jam delivers a new gameplay experience with the Wii™ Remote Controller. Gameplay on the Nintendo DS version features local wireless play and online gameplay using the Nintendo WI-FI connection for up to 4 players. It is an experience that takes you on the wildest ride with Tony yet!

FEATURED THIRD PARTY NINTENDO DS TITLES

Castlevania: Portrait of Ruin - Konami

The latest installment in the renowned action series lets players control two different characters as they attempt to thwart a terrible plan to resurrect Dracula's Castle and bring a reign of darkness upon the world.

Contact - Atlus

The klaxon alarm is shrieking! Something is wrong! The Professor wrestles his damaged spaceship to a crash landing on a mysterious planet. In the aftermath of the crash, The Professor discovers that the power sources of his ship, known as Cells, have been scattered across the surface of this strange world. To retrieve them all, The Professor enlists the aid of a brave young man named Terry — and a brave video game player known as you! The Professor and Terry will ask for your help during the course of the adventure, using the Nintendo DS to "contact" you along the way. Will the Professor gather the Cells and return to outer space? Will you learn the goal of the mysterious organization that seeks to gather the Cells for itself? The future of an entire world has been placed in your hands!

Phoenix Wright: Ace Attorney Justice for All - Capcom

Enter a courtroom like no other in the sequel to Capcom's surprise hit Phoenix Wright: Ace Attorney. Take on the role of passionate attorney Phoenix and litigate your way through four shocking new cases . As in the first Phoenix Wright game, each case involves two distinct storylines. In the investigation phase, you survey crime scenes, interview witnesses and gather evidence that will be used in court. Then it's on to the court phase, where you present findings from the investigation to support your case, listen to testimonies, cross-examine witnesses, and tease out fact from fiction so you can prove your client's innocence.